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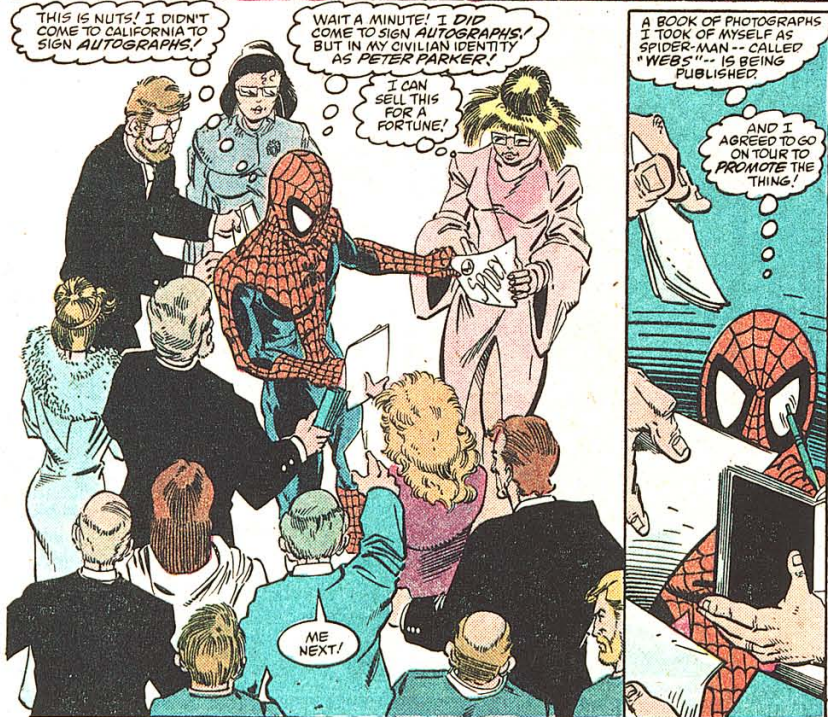
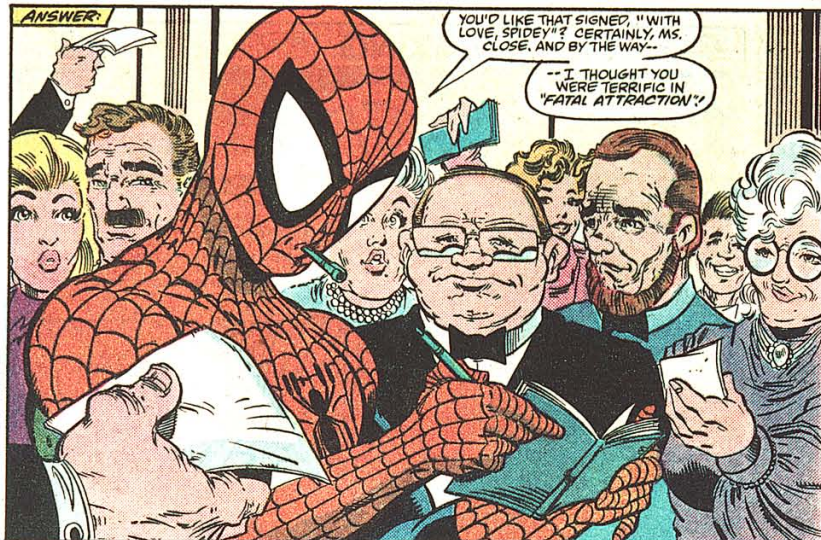
the AMAZING SPIDER-MAN®

CALIFORNIA SCHEMIN'!

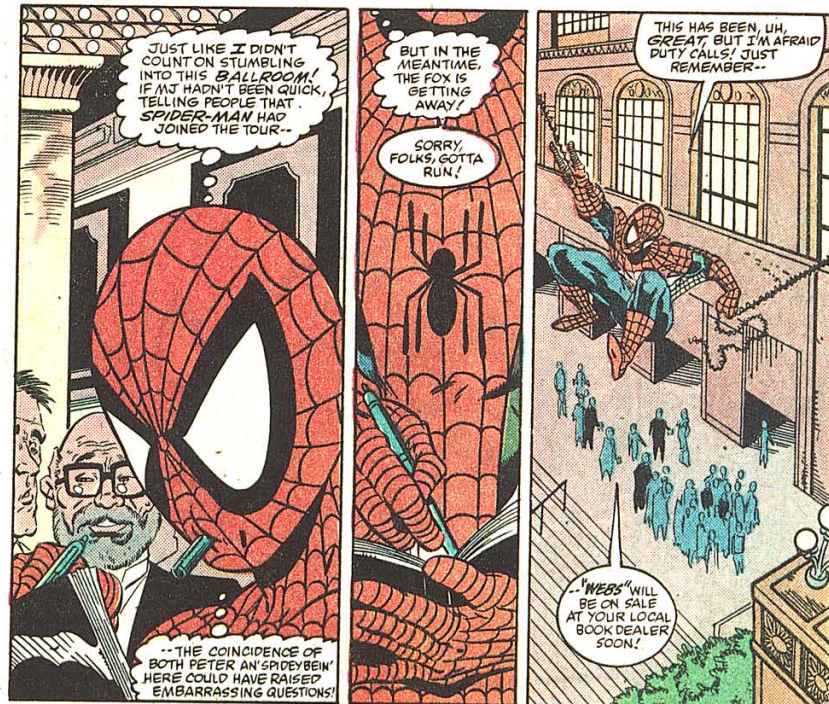


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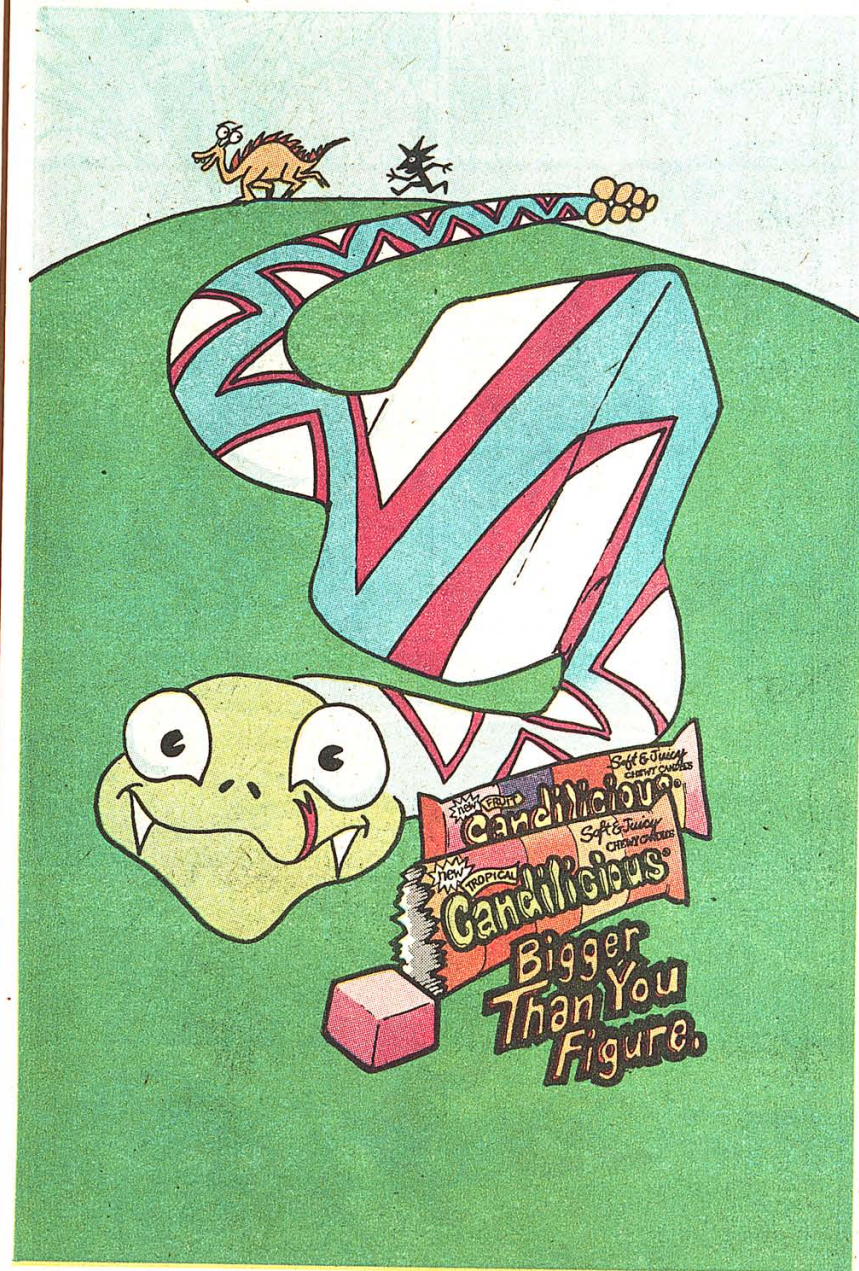
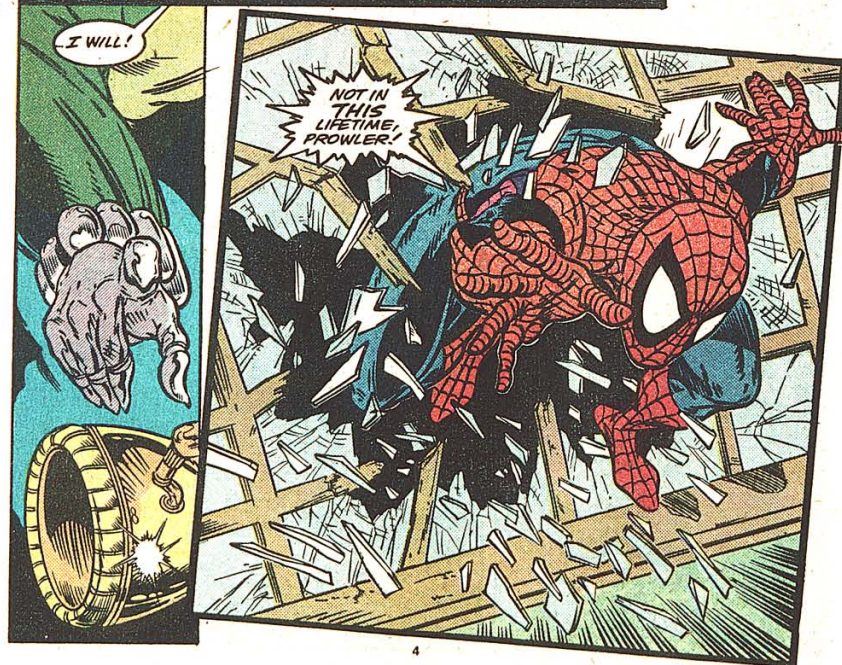
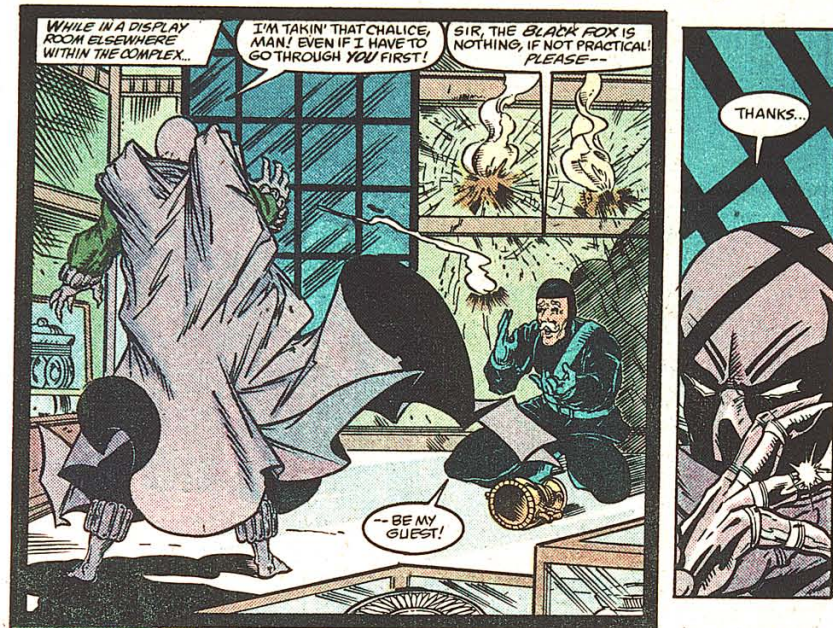
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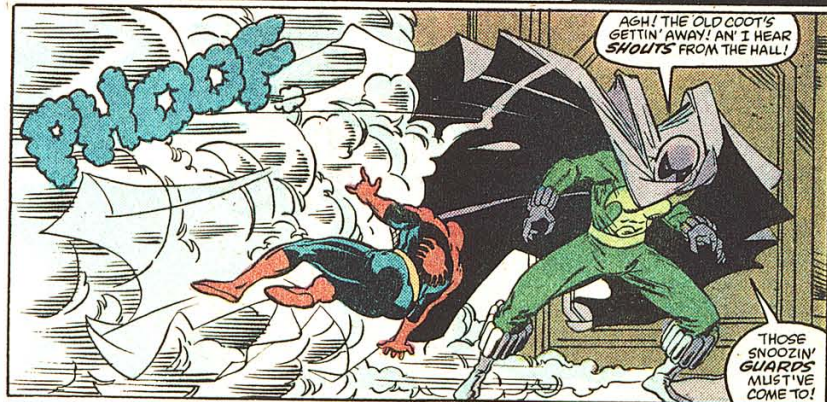
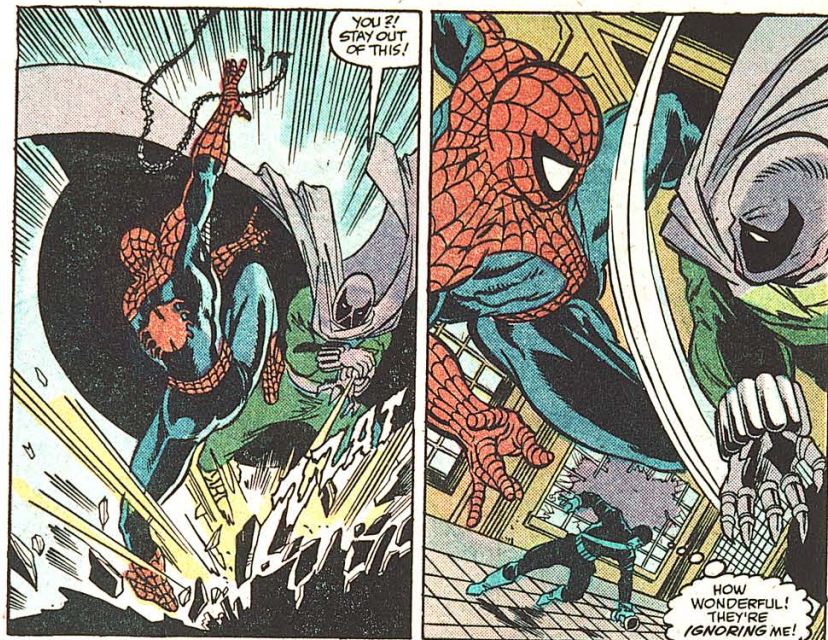


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3





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IT'S HIGH NOON. YOU'RE ALONE. YOU'RE QUICK OR YOU'RE DEAD.

It's a bad day at Hicksville. In Gun.Smoke, you're lightnin' quick, gun-totin' Billy Bob. Come home to find your peaceful mining town overrun by no-good varmints. So you'd best be gettin' to work.

The action comes fast and furious. The pressure is intense. The excitement builds. Your reactions must be honed and ready. Your thinking sharp and clever.

That's Gun.Smoke. Nonstop action just like the original arcade game. With all the dazzling graphics you'll find in Capcom's other exciting titles: Commando, 1942, Section Z, Trojan, Mega Man, and Ghosts and Goblins.

So gather up your courage. And load up Gun.Smoke today.

CAPCOM

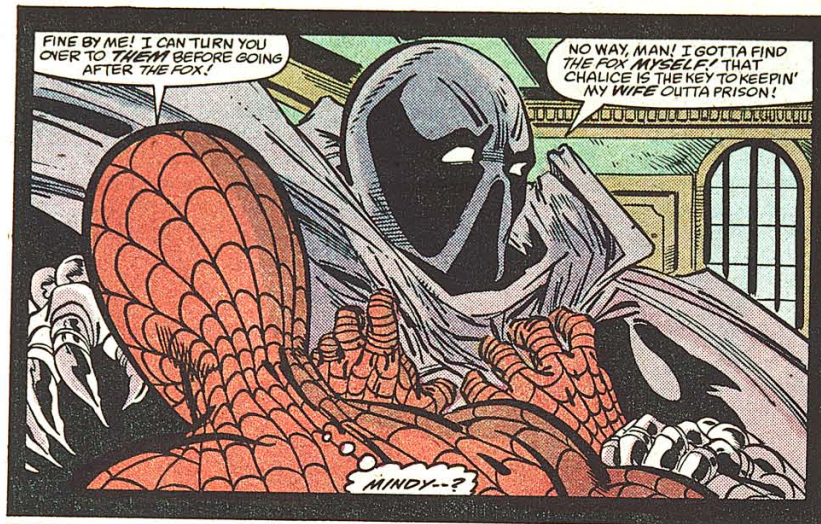
1283-C Old Mountain View/Alviso Road
Sunnyvale, CA 94089 (408) 745-7081



Licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM

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FINE BY ME! I CAN TURN YOU OVER TO THEM BEFORE GOING AFTER THE FOX!

NO WAY, MAN! I GOTTA FIND THE FOX MYSELF! THAT CHALICE IS THE KEY TO KEEPIN' MY WIFE OUTTA PRISON!

MINDY--?

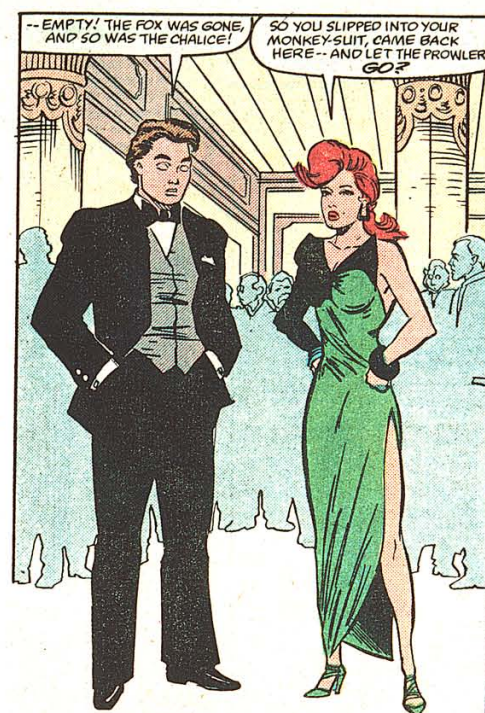
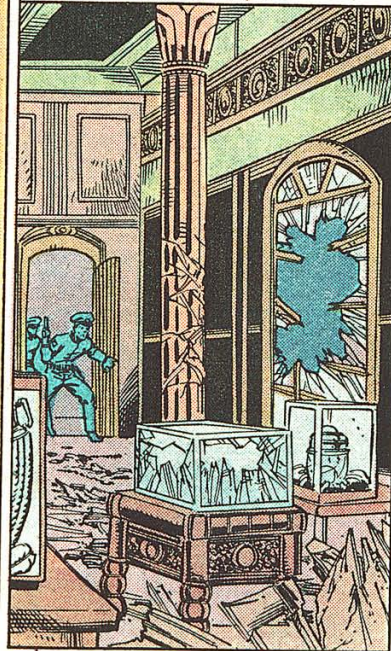
YA GOTTA TRUST ME! YA CAN'T LET TRANSCORP PULL THIS OFF!

I'M AT THE ALGONQUIN HOTEL. I MEET ME HERE TOMORROW MORNIN' AN' I'LL EXPLAIN EVERYTHING!

HOBIE BROWN'S NOT REALLY A CRIMINAL-- AND HE'S ALWAYS BEEN STRAIGHT WITH ME BEFORE!

HAVE TO MAKE A TOUGH DECISION-- FAST!

AND WHEN ARMED GUARDS RUSH INTO THE DISPLAY AREA SECONDS LATER, THEY FIND THAT DECISION HAS BEEN MADE; AND THAT BOTH ROOM AND CHALICE CASE ARE--



-- EMPTY! THE FOX WAS GONE, AND SO WAS THE CHALICE!

SO YOU SLIPPED INTO YOUR MONKEY-SUIT, CAME BACK HERE-- AND LET THE PROWLER GO?

I HAD TO, MARY JANE! IN NEW YORK, HOBIE'S GOTTEN HIS LIFE TOGETHER! HAS A GOOD JOB, A WIFE--!

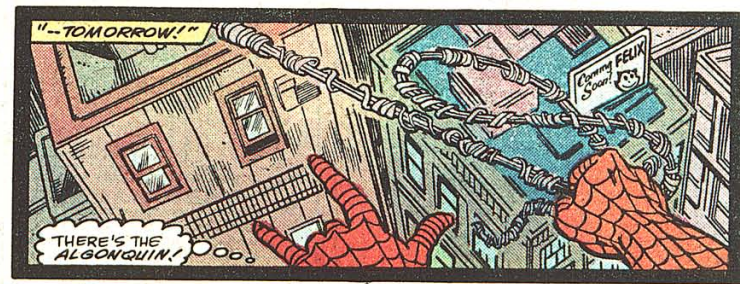
IF HE'S REVERTED TO HIS PROWLER IDENTITY, THERE'S GOT TO BE A REASON! A GOOD ONE!



MEANWHILE, I CAN IMAGINE WHAT THE PRESS IS GOING TO SAY!

"TREASURE STOLEN WHILE SPIDER-MAN SIGNS AUTOGRAPHS!"

THEN YOUR BEST BET IS TO GET THAT CHALICE BACK! TOO BAD YOU CAN'T DO ANYTHING ABOUT IT UNTIL--



"--TOMORROW!"

THERE'S THE ALGONQUIN!

ADVENTURERS

Hot Fantasy Adventure Comic	1 (Limited Ed)	20.00
1 (1st print)	2	4.00
2	3-10	2.00
0 (Origin issue)	300	
El Waka 1-3	200	
Ninja Elite 1	200	
Ninja Elite 2-7	200	
Warriors 1-5	200	
Adventurers Book II		
Hot New Series!		
1 (Limited Edition)	200	
1-4 (Regular Ed)	200	

AVENGERS

201-225	200	226-270	150
271-296	(SALE)	99	
Avengers vs X-Men 1-4	250		

Solo Avengers

1	200		
2-11	(SALE)	99	

West Coast Avengers

1	400		
2-5			
6-20			
21-37	(SALE)	99	

BATMAN

Batman: Son of Demon	7.95		
Batman: Out 1 (1st-Lim 1)	4.50		
Batman: Out 2 (Lim 3)	3.50		
Batman: The Out 12	3.50		
Batman 404-407 (Mile)	2.00		
Batman New One (Mile)	9.95		
Dark Knight 12 (Cnd)	7.50		
Dark Knight 3.4 (1st)	4.50		
Dark Knight Paperback	12.95		

Batman: The Killing Joke

Begin! Illustrated by the Joker!			
1 (1st Print - Lim 1)	7.00		
1 (2nd Print)	3.50		

DAREDEVIL

177-184 (Mile)	3.00		
185-202 (Mile)	2.00		
203-220-252	1.50		
226-228-233	2.00		
234-247-253-259	99		

DEATH HAWK

New! Futuristic memory			
adventure story. Lots of			
action & death!			
1 (Hot - Lim 1)	200		
Star Rangers 1-4 (The in)	200		

SPECIALS!

AT 1 (1st-Lim 5)	HOT	300	
AT 2-3		200	
AT 1 (2nd) 4-9		99	
Black Hawk 1-3		350	
Black Panther 1-4	NEW	150	
Capl Amer 301-331-339-346		200	
Capl Amer 334-336		150	
Clock & Dagger 1	NEW	200	
Crisis 1-12		200	
Conan 101-200		150	
Conan 201-211		99	
Doom Patrol 2-12		99	
Dr. Zero 1-3	NEW	150	
Electric Blue 1-8		250	
El Quest 1-10		200	
El Quest 11-32		150	
Flash 1-7		150	
Green Arrow 1		200	
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Iron Man 171-199		150	
Iron Man 201-224-228-235		150	
Justice League 3-7		200	
Justice League 8-18		150	
Marvel Fanfare 5-38		200	
Melphisto 1-4		250	
Millennium 1-8		150	
Power Rangers 1-4	NEW	150	
Power Pack 3-38		150	
Secret Wars 1-12		300	
Secret Wars 13-12		150	
Secret Wars II 1-9		150	
Shadows 1-13		200	
S.H.I.E.L.D. 1-4	NEW	150	
St. George 1-2		200	
Strange Tales 1-18		150	
Thor 301-336-338-382		400	
Thor 337		99	
Thor 383-395		99	
V for Vendetta 1-2	NEW	200	
Warriors 1-12		150	
What The 7-11	NEW	125	
Wolfskin 1-3		200	

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The exciting Evolutionary War			
story! You need all of these!			
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New Mutants Annual 4	200		
Punisher Annual 1	200		
Spider-Man Annual 1	200		
Spider-Man Annual 22	200		
W.C. Avering Ann 3	200		
W.C. Avering Ann 4	200		
X-Factor Annual 3	200		
X-Men Annual 12	200		

FANTASTIC FOUR

201-260	200	261-300	150
301-318	(SALE)	99	
vs vs X-Men 1-4	250		

G.I. JOE

2-6-8-10	500		
3-5	1000		
11-12 17-19	350		
23-25-27	350		
29-30	300		
31-36	250		
36-38	200		
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47-50	150		
51-55	250		
56-76	(SALE)	99	
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Europa Mission (New)	300		
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G.I. Joe vs Trans 1-4	99		
Magazine 1	450		
Magazine 2-9	250		
Nation 1-11	99		
Nation 12-14	150		
Tales of G.I. Joe 1-10	200		
Yearbook 1-2	600		
Yearbook 2-4	250		
Indicates 2nd Printing			

Marvel Comics

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9-15	250	16-20	150

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9-15	250	16-20	150

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9-15	250	16-20	150

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1-5	150		
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9-15	250	16-20	150

MARVEL COMICS

1-5	150		
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MARVEL UNIVERSE

1-3	400	4-8	300
9-15	250	16-20	150

MARVEL COMICS

1-5	150		
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MARVEL UNIVERSE

1-3	400	4-8	300
9-15	250	16-20	150

MARVEL COMICS

1-5	150		
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MARVEL UNIVERSE

1-3	400	4-8	300
9-15	250	16-20	150

MARVEL COMICS

1-5	150		
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MARVEL UNIVERSE

1-3	400	4-8	300
9-15	250	16-20	150

MARVEL COMICS

1-5	150		
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MARVEL UNIVERSE

1-3	400	4-8	300
9-15	250	16-20	150

MARVEL COMICS

1-5	150		
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HULK

Hot New Artist			
301-328	150		
330-331 (1st & 2nd	500		
McFarlane Lim 1)	250		
332-346 (Lim 1)	250		

JAPANESE COMICS

Avata 12 (64 pg Lim 2)	350		
Avata 12 (2nd) 3-25	250		
Kuma 1 (2nd) 3-25	200		
Kung Fu Special (64 pg)	150		
Lone Wolf (12nd) (2nd)	250		
Lone Wolf 3-14	250		
Mai (12nd) (2nd) 3-25	200		
Robotech Masters 3-27	250		
Robotech Masters 1-23	200		
Tobacco New Gen 1-23	200		
Star Blazers 1-4	200		
X-Men 2-14	200		

MUTANTS

Alpha Flight			
1-12	200	13-20	200
21-50	150	51-63	99

Excilbur

New X-Men Title, Red Hot!			
(New Lim 10)	150		
Alpha Flight 1 (Lim 1)	500		

New Mutants

1	400	2-17	250
18-61	150	62-68	99
69-101	150	102-118	99

Wolverine

Kitty & Wolverine	1-6	200	
Spider-Man vs Wolverine	1	300	
Wolverine Origin	350		
Wolverine 1-4	700		

X-Factor

1	400	2-11	200
12-26	150	27-33	99
Annual 1-3	200		

X-Terminators

1 (Lim 10)	(NEW)	99	
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X-Men

Strictly Graded: Vg-F/Vg-Nm			
96-99	1600/2800		
100-101	2000/3200		
102-107	1000/1750		
108-109	1600/2800		
110-119	1000/1750		
120-121	1600/2800		
122-130	750/1200		
131-141	600/1000		
142-143	300/650		

All remaining X-Men NM!

144-149	400	150-175	300
176-182	250	183-228	150
229-235	(SALE)	99	
Ann 6-10	350	11-12	200

X-Men Crossovers

Cross X-Men 1-2	200		
Cross X-Men 3-25	150		
Prestar 1-4	200		
Mage 1-4	200		
Melphisto 1-4	250		
Nightcrawler 1-4	200		
X-Men & Alpha Flight 1	300		
X-Men vs Avengers 1-2	200		
Turtle Soup 1-2	200		
X-Men/Fantastic 4 1-4	250		

PUNISHER

1 (New Lim 2)	300		
2-5	150	6-12	200
Marvel Tales 209 (1st Print)	200		
Marvel Tales 210-217	200		
(Punisher vs Spider-Man)	150		

MUTANTS

Alpha Flight			
1-12	200	13-20	200
21-50	150	51-63	99

Excilbur

New X-Men Title, Red Hot!			
(New Lim 10)	150		
Alpha Flight 1 (Lim 1)	500		

New Mutants

1	400	2-17	250
18-61	150	62-68	99
69-101	150	102-118	99

Wolverine

Kitty & Wolverine	1-6	
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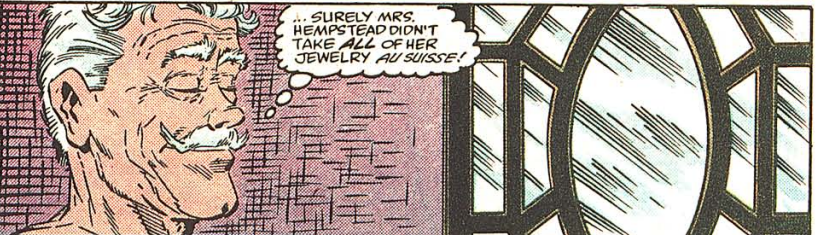
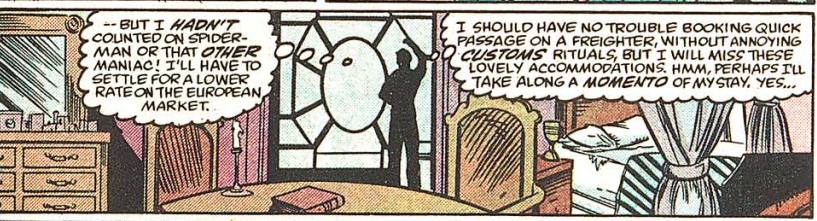
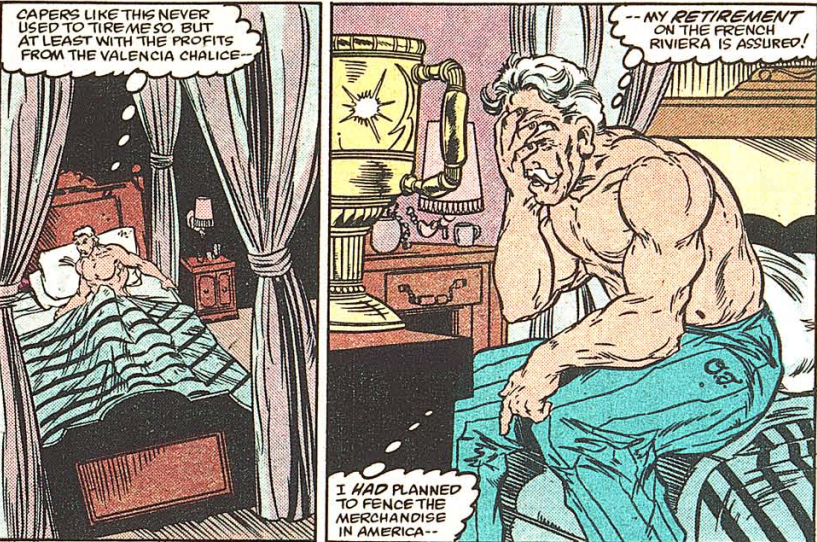
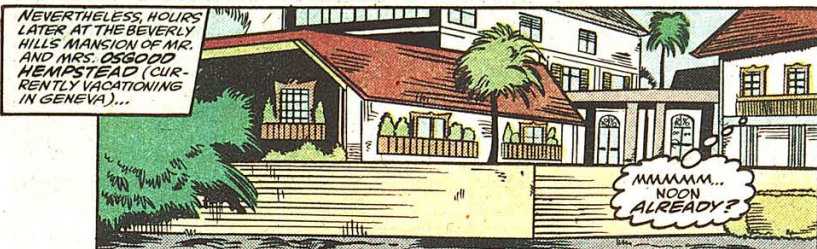
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 7 DAYS A WEEK, including Sunday



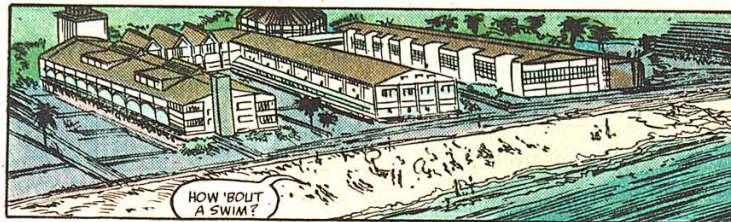
Ask for Penny

She or another CAPTAIN "O" operator is waiting to rush your name, address and ZIP CODE to us.

*PLEASE...operators can take name and address only... CANNOT answer questions.



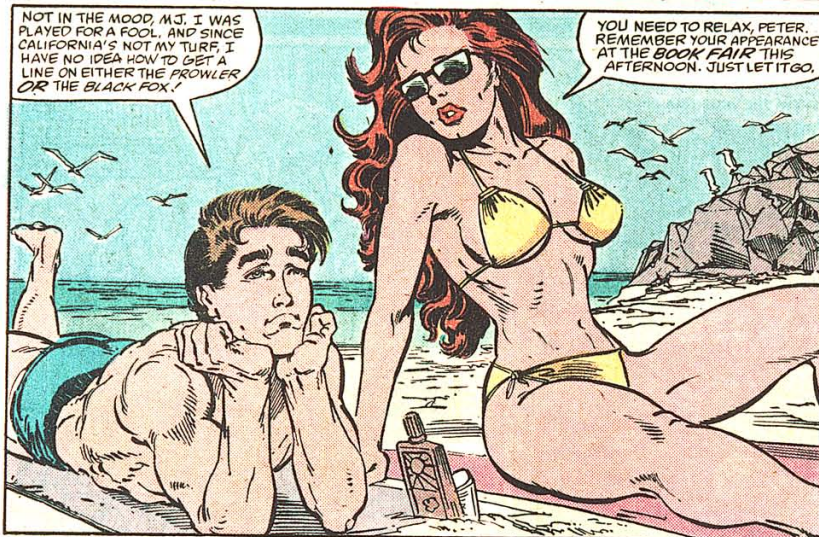
WHILE
AT THE
SEA
PRINCE
HOTEL
IN
LAGUNA
BEACH...



HOW 'BOUT
A SWIM?

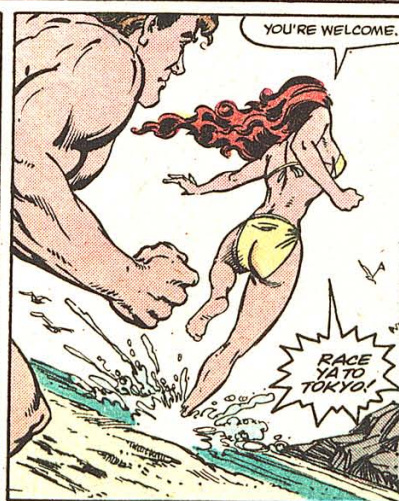
NOT IN THE MOOD, M.J. I WAS
PLAYED FOR A FOOL, AND SINCE
CALIFORNIA'S NOT MY TURF, I
HAVE NO IDEA HOW TO GET A
LINE ON EITHER THE FROWLER
OR THE BLACK FOX.

YOU NEED TO RELAX, PETER.
REMEMBER YOUR APPEARANCE
AT THE BOOK FAIR THIS
AFTERNOON. JUST LET IT GO.



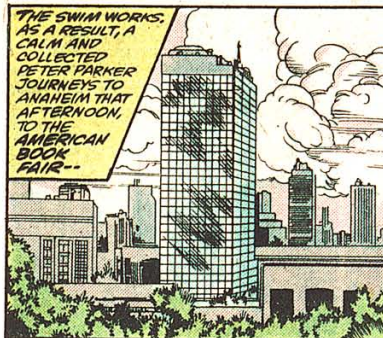
YOU CAN'T
SOLVE THE
WORLD'S
PROBLEMS.

Y'KNOW, I
FORGET THAT
SOMETIMES, THANKS FOR
REMINDING ME.



YOU'RE WELCOME.

RAGE
YA TO
TOKYO!



THE SWIM WORKS.
AS A RESULT, A
CALM AND
COLLECTED
PETER PARKER
JOURNEYS TO
ANHEIM THAT
AFTERNOON,
TO THE
AMERICAN
BOOK
FAIR--



--WHERE PUBLICIST
GINNY EDWARDS
HANDS HIM THE
FIRST COPY OF
"WEBBS"--

HOT OFF
THE
PRESSES!

WOW.



GET USED TO IT, PETER.
IF PRE-SALES ARE ANY
INDICATION, YOU'LL BE
SEEING A LOT OF THOSE
IN THE WEEKS TO
COME!

I CAN STAND
IT. I'M A
TROOPER.

A LITTLE
SURPRISE:
CARSON!



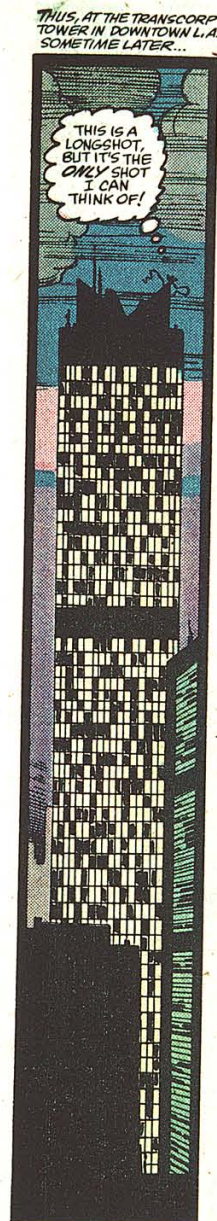
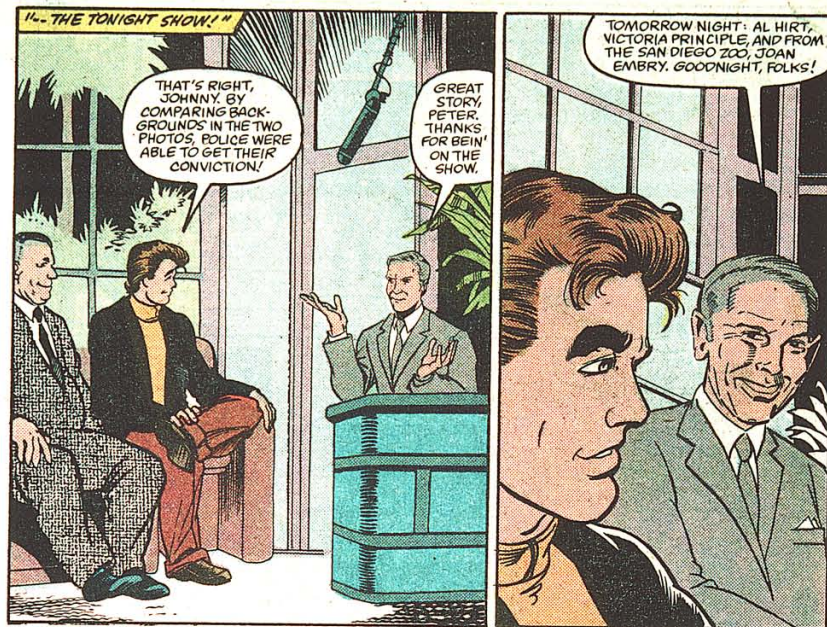
WE'RE
GOING TO
NEVADA?

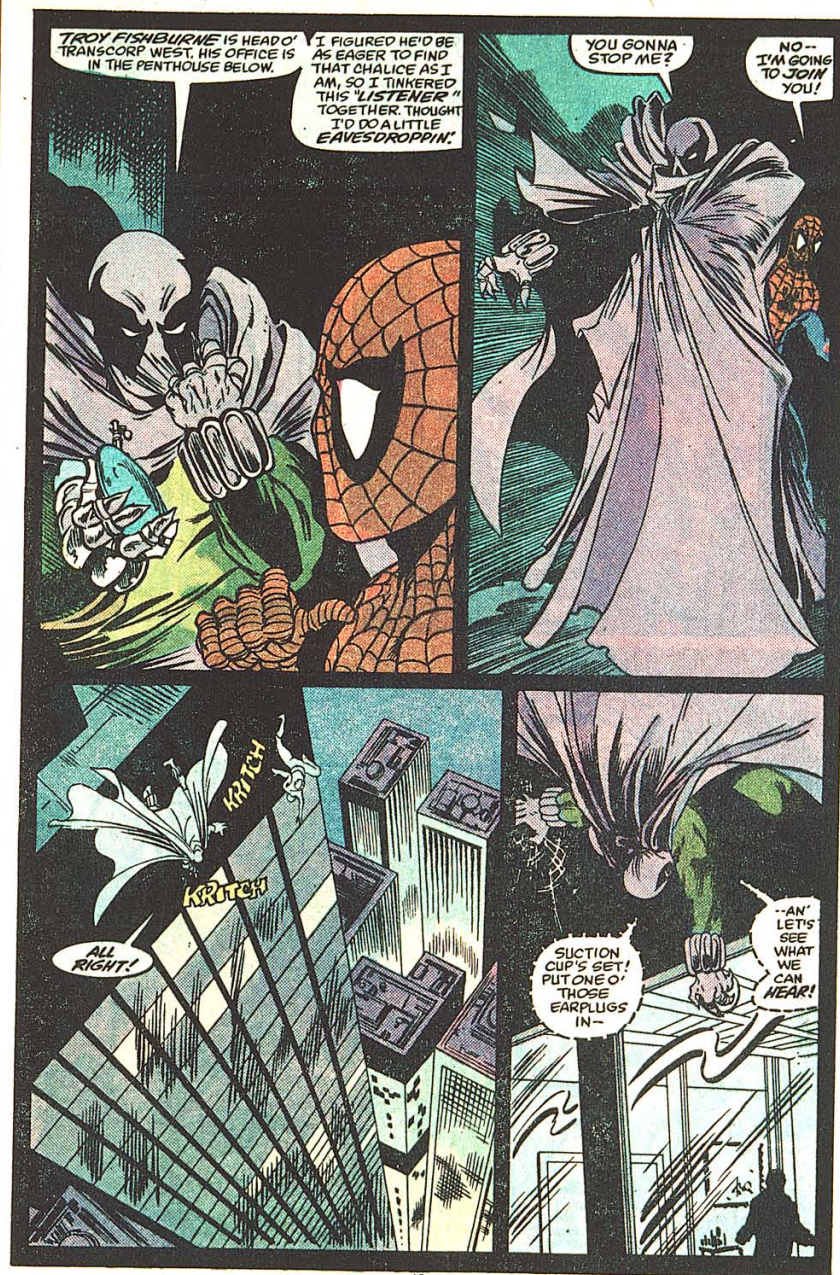
NOPE. CHARLES
NELSON REILLY
CANCELLED AT THE
LAST MINUTE, AND
I WAS ABLE TO
BOOK YOU IN HIS
PLACE.

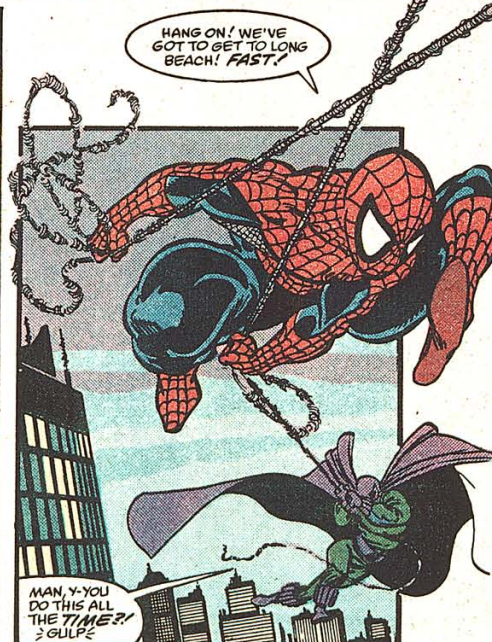
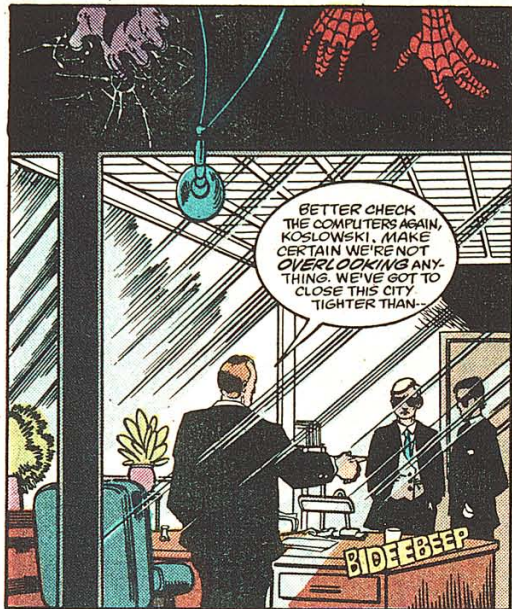


Y-YOU
MEAN
THAT
CARSON?!

UH-HUH, YOU,
PETER PARKER
ARE GOING TO
BE ON--







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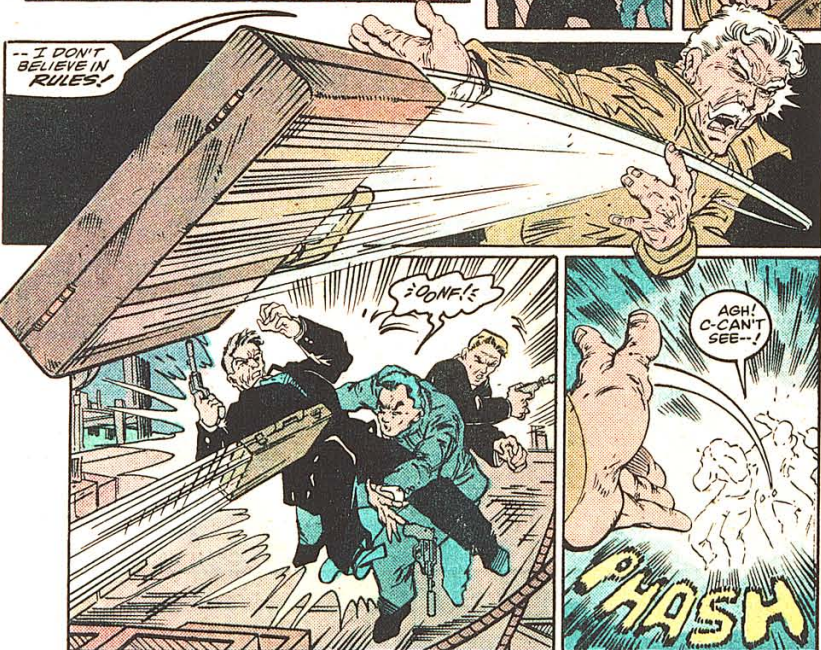
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I-I'LL JUST BACK
AWAY SLOWLY, AND--



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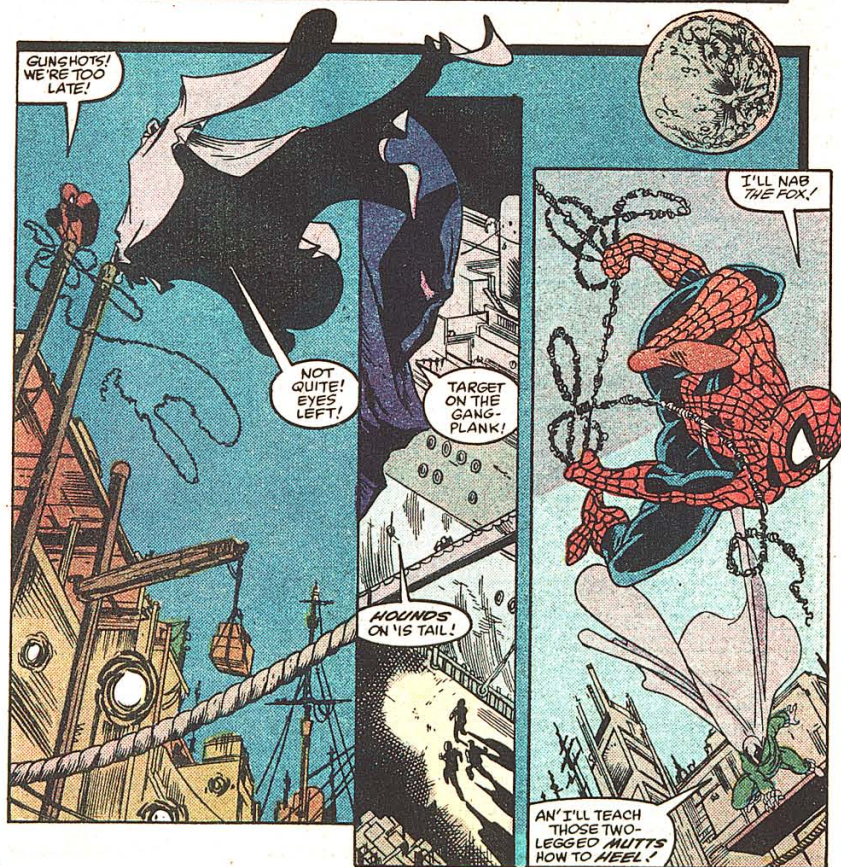
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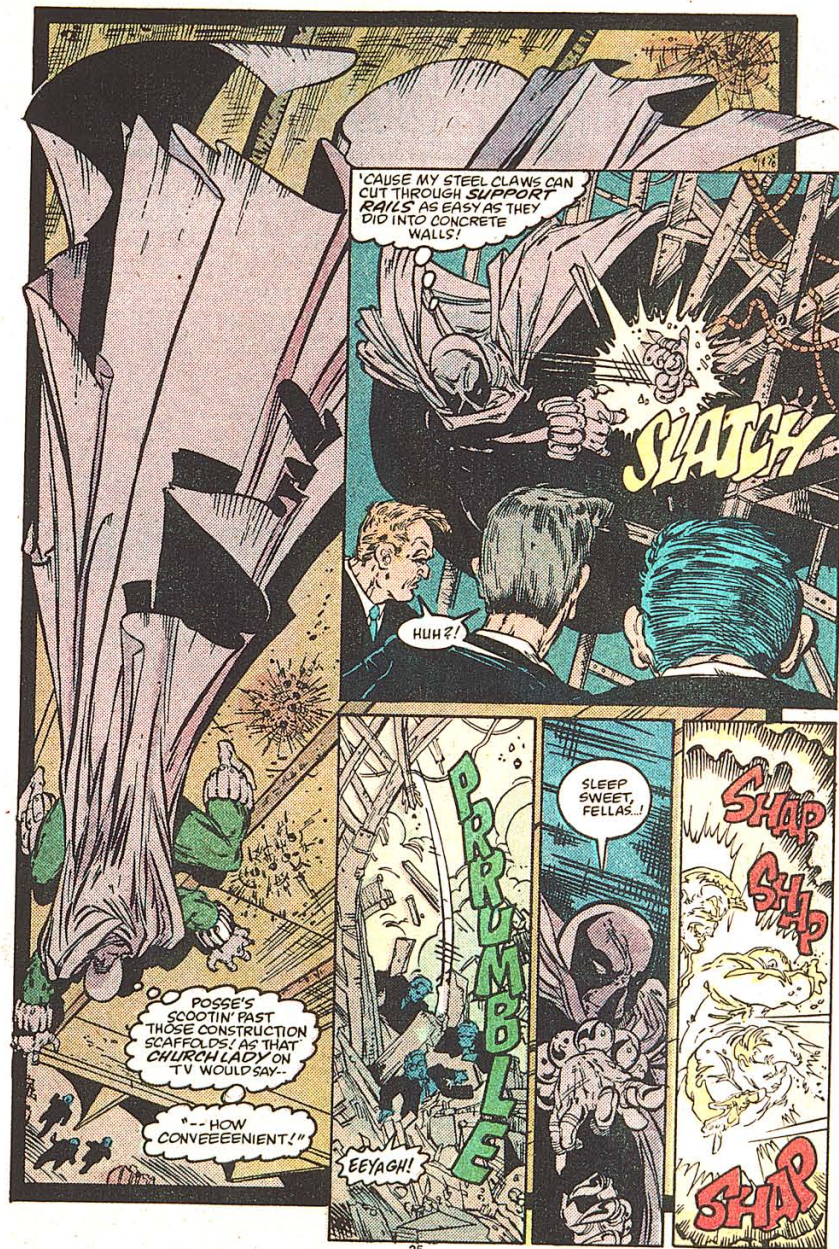
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SECRET WARS IX

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BULLPEN BULLETINS

QUOTE OF THE MONTH

"Let's face it, darlin'! Bein' a mutant superhero is a tough gig! We gotta be at our best even when we're just practicin'!"

—WOOF 'n' REAMI!
WHAT THE--?! #2

ITEM: Now it can be revealed! It is with pardonable pride that mighty Marvel announces not one, not two, but three new editors, each of whom has been culled from the rollicking ranks of assistant editor. First on the docket will be Beguiling Bobbie Chase, who began her career here at mighty Marvel three years ago in the Special Projects Department as part of the fabled Bob Squad, and most recently has served as assistant editor to Bashful Bob Harris. Bobbie will be working away with the three G.I. JOE books and THE HULK from her bashful boss, as well as the upcoming STEELTOWN ROCKERS book! (For more on Bobbie, see this month's Profile.)

Next up we have Terrific Terry Kavanagh, who for the past three years has been quietly muttering away as Animated Ann Nocenti's assistant on the X-books. (Ann, as you may recall, has opted for the freelance life, as has Manic Michael Higgins.) Terry will be overseeing our newest mutant smash hit, EX-CALIBUR, as well as the soon to be released

WOLFPACK and SPEEDBALL monthlies and SUB-MARINER Limited Series. In addition, Terry will be taking on Marvel's first biweekly comic book, MARVEL COMICS PRESENTS!

And finally we have Credible Craig Anderson, former Managing Editor in Bankable Bob Budiansky's Special Projects Department, who prior to that served two years as Redoubtable Ralph Macchio's assistant editor in his machiavellian line of books. Craig will retain the MARVEL MASTERWORKS and various INDEX projects has been editing, and take over the SILVER SURFER, SAVAGE SWORD OF CONAN, CONAN SAGA, and the forthcoming LUKE CAGE revival book!

Welcome to the high-pressure world of bigtime editing, you three! Marvelworld Assembled anxiously awaits to see the mark you make upon the Marvel Universe. (Next month, if you're lucky, we'll disclose the names of the fortunate few whom our new editors have chosen to assist them!)

ITEM: Some of your favorite Marvel madmen will be hitting the convention trail this summer, letting you, our palpitating public, have a chance to meet them and bend their ears a little (ow!).

First up is the Atlanta Fantasy Fair on June 24-26, at the Atlanta Hilton, which will play host to the one and only Stan Lee, Amiable Archie Goodwin, and Madcap Mark Gruenwald, among others. For further information, write to Atlanta Fantasy Fair, 482 Gardner Road, Stockbridge, GA 30281.

A week later is the Chicago Comicon at the Ramada O'Hare Hotel on July 1-3, which will feature personal appearances by Two-Fisted Tom DeFalco and Terrific Terry Kavanagh. For more information, write Chicago Comicon, 1219 W. Devon Ave., Chicago, IL 60660. X-MEN fans, take note: One of the highlights of both shows will be a sneak preview of the X-MEN animated cartoon recently spotlighted in MARVEL AGE. See you all there!

HYPE LINE HYPE LINE HYPE LINE HYPE LINE HYPE LINE HYPE LINE

... This is the month of the madness and the mayhem of **The Evolutionary War**, our cross-annual super-saga, begins! On sale now are the first three of our eleven 64-page extravaganzas — **X-FACTOR ANNUAL #3**, **PUNISHER ANNUAL #1** and **SILVER SURFER ANNUAL #1**, each of which boasts a frenetic main feature that can be read all by itself or as part of the ongoing epic, plus a paele of co-features and pinups...

... This summer, some of your favorite titles will be twice as exciting, because you'll be getting them twice a month! That's right, due to popular demand, **AMAZING SPIDER-MAN**, **THE UNCANNY X-MEN** and **G.I. JOE** will be published every two weeks

during the summer months instead of once a month. That means twice as much is going to happen in each of these titles, so you'd better not miss them...

And, speaking of a bi-weekly schedule, we're real proud to announce the publication of **MARVEL COMICS PRESENTS** which will feature the greatest, most popular characters in the Marvel Universe and will be on sale every fourteen days! You'll hate yourself forever if you miss the first issue which stars **WOLVERINE**, **SHANG-CHI** — **THE MASTER OF KUNG FU**, **THE MANTLING** and the **SILVER SURFER**! Twice a month for twice the fun!

PRO FILE: BOBBIE CHASE

Assistant editor on: SECRET WARS, QUESTPROBE, FANTASTIC FOUR, CAPTAIN AMERICA, THUNDERCATS, TRANSFORMERS, G.I. JOE, G.I. JOE SPECIAL MISSIONS, TALES OF G.I. JOE, G.I. JOE COMICS MAGAZINE, G.I. JOE YEARBOOK (see a trend developing?), THE INCREDIBLE HULK, X-FACTOR, etc., etc.

Editor on: All of the G.I. JOES (what a surprise), THE HULK, and soon-to-be STEELTOWN ROCKERS and NTH MAN.

Marvel freelance credits (past): STAR BRAND ANNUAL #1

Marvel freelance credits (present): Moving very slowly, but I am writing a few things right now.

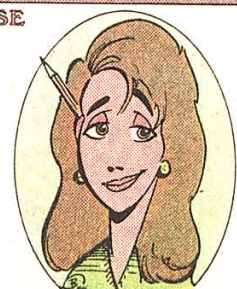
My hobbies are: Making fun of politicians, eating weird food, working at Marvel, doing crossword puzzles, seeing plays, playing the piano, gardening, drawing, dancing — what is this, an ad for the Personals?

The single work of which I am most proud is: A set I designed for "ROSENCRANTZ AND GUILDENSTERN ARE DEAD," in college.

My pet peeves are: Ronald Reagan, Television Evangelists, the Moral Majority and other fascist organizations, comic book intellectuals, and T.V. talk show hosts who think they're "controversial."

My place of birth is: Destined to be consecrated.

My greatest accomplishment outside the



comics field is: A toss-up, between a play I produced/directed in college, and my rose garden.

My oddest habits are: Reading seed plant catalogues in January, decorating my Christmas tree with G.I. Joe toys, dating a Republican.

If they were making a movie of my life, I'd like to see my part played by: Meryl Streep — she's so good at playing strong yet schizophrenic women. Someday, I plan to be a character in a David Hare play.

The reason I got into comics was: There was no room at the inn.

People who knew me in High School thought I was: High School? Who cares? My favorite performers are: James Taylor, Howard Jones, Annie Lennox, Arthur Rubinstein, James Galway, Edgar Bergen, Billie Holiday, Cary Grant, and the Flying Wallendas.

The last good book I read was: A SEVERED HEAD, by Iris Murdoch.

Some of my favorite movies are: MIDNIGHT, a Claudette Colbert/Don Ameche film which nobody else will admit to having ever seen, and HOPE AND GLORY, which everybody should see.

The biggest influences on my work include: Byron, Mahler, Richard Wagner, Sylvia Plath, Eugene O'Neill, Dory Previn, Thomas Hardy, John Steinbeck, Gregory Wright, Edgar Allan Poe — all those great folks who added dimensions to the field of comedy.

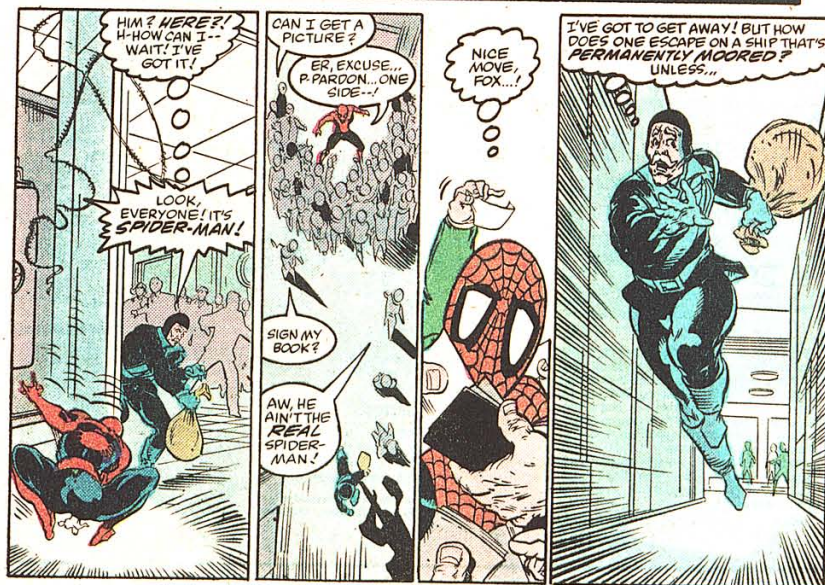
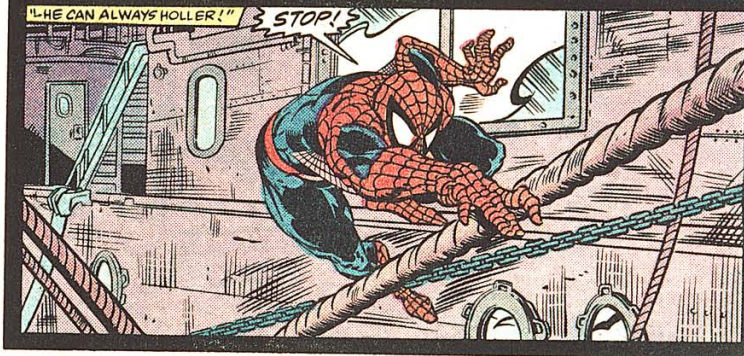
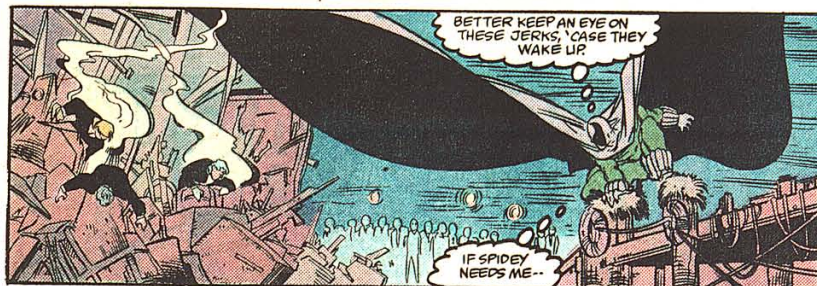
My greatest unfulfilled ambition in the comics field is: To get a cost of living raise.

The worst part of my job is: Switching offices every three months.

When nobody's looking I like to: Sing the blues.

The one thing I really want the world to know about me is: I've been saving up my fifteen minutes of fame for 1990.

My one question to comic book readers is: Do you really want to know these things about me?



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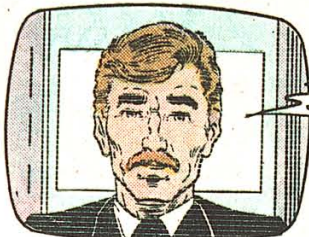
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then give the operator your name,
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MORNING, LOS ANGELES INTERNATIONAL AIRPORT.



—MICROCHIP FOUND IN THE RETURNED VALENCIA CHAIRS INDICATES WIDE-SPREAD CORRUPTION IN TRANSCORP'S NEW YORK BRANCH. IN A RELATED MATTER, A TRANSCORP EMPLOYEE JAILED LAST WEEK, MINDY S. BROWN, HAS BEEN RELEASED DUE TO THESE LATEST—



THE RUBY I "ACQUIRED" FROM THE HEMPSTEAD'S SAFE WILL BARELY COVER MY EXPENSES! AH, WELL, AT LEAST THERE WAS THAT FINAL CONFRONTATION WITH SPIDER-MAN. I MEAN, REALLY! SWEARING ON MY MOTHER'S GRAVE NOT TO STEAL ANY MORE?



MUM WILL GET SUCH A LAUGH WHEN I TELL HER...

LOOK OUT, NEW YORK!—HUMBBUG'S BACK! (AND SPIDEY SAYS "HI" TO CLEVELAND!) IT ALL HAPPENS IN JUST TWO WEEKS! BE HERE!

THE SPIDER'S WEB

% MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

JIM SALICRUP
EDITOR
GLENN HEARLING
ASSISTANT EDITOR

SALICRUP'S SECTION



Now that THE AMAZING SPIDER-MAN has kicked into twice-a-month gear for the summer things are really moving! In fact all summer long Spidey will be traveling about this great land of ours to promote Peter's book of photos, "WEBB." So don't be surprised if the Webster winds up in your home town before it's all over.

A few issues back, we mentioned that Jim Sanders (There! Spelled his name correctly, at last!) would be inking an issue of AMAZING to help Todd meet his ever-increasing deadlines. Well, this was supposed to be that issue and as you can see it didn't quite work out as planned. Life can be that way sometimes. Jim did get to ink page one and a few assorted heads and figures throughout the issue but the rest of the inking was handled by the newly created Magnificent Seven! To find out exactly who they are and who inked what, here's a handy-dandy page by page guide:

- | | |
|----------------------------|----------------------------|
| Page 2 — Mark McKenna | Page 17 — Josef Rubinstein |
| Page 3 — Mark McKenna | Page 18 — Josef Rubinstein |
| Page 4 — Ken Lopez | Page 19 — Pat Redding |
| Page 5 — Rodney Ramos | Page 20 — Chris Ivy |
| Page 6 — Rodney Ramos | Page 21 — Mark McKenna |
| Page 7 — Rodney Rubinstein | Page 22 — Pat Redding |
| Page 8 — Rodney Ramos | Page 23 — Hector Collozo |
| Page 9 — Rodney Ramos | Page 24 — Mark McKenna |
| Page 10 — Mark McKenna | Page 25 — Pat Redding |
| Page 11 — Josef Rubinstein | Page 26 — Pat Redding |
| Page 12 — Pat Redding | Page 27 — Mark McKenna |
| Page 13 — Pat Redding | Page 28 — Pat Redding |
| Page 14 — Pat Redding | Page 29 — Mark McKenna |
| Page 15 — Pat Redding | Page 30 — Mark McKenna |

I'd like to thank all of the above for services above and beyond the call of duty! You all did a great job! Next issue, Todd will be back inking his pencils once again! Now on with the ever lovin' Letters Page!

Hey, guys,
Just wanted to drop you a line concerning the return of an old friend, Spidey's red-and-blue. I am 100% in favor of the move, and I'll explain why.

Don't get me wrong. The black and white outfit was a beautiful costume. It was dynamic. It was sleek. It was sexy. BUT IT JUST WASN'T SPIDER-MAN.

Spider-Man, to me, is the slightly naive, slightly clumsy costume designed by a teenaged Peter Parker and the brilliance of Steve Ditko. The crudity of design was completely offset by the fluidity and grace of Spider-Man in motion. Gilt was never needed at all, and the outfit became secondary as we witnessed the superhero beauty of Spider-Man webbing across the rooftops.

Spider-Man is, after all, The Hero Who Could be You. Peter Parker, like most of us, was not blessed with a body by Solotof. He was a skinny little guy who gained great power, and through his negligence in allowing an escaped thief to murder his Uncle Ben, painfully learned great responsibility. It was this human element, this clumsiness and vulnerability, that made Spider-Man the success he is today.

The black and white got away from all that. It just couldn't radiate Peter's humanity the way the traditional costume did. It's fine for any other character, and it works beautifully on Venom. But it never said "Spidey," and I think most people feel the same way.

Congrats to all on rectifying a well-intentioned error. Like Coca-Cola, some things just can't be changed. Thanks for letting me ramble, and here's to another 300.

Bob Kackey
1130 Willow Ave.
Hoboken, NJ 07030

That's pretty much how we feel on this end, Bob. However, not everyone agrees with you. So let's hear the pros and cons in this installment of "The Spider's Web," and then put the issue to rest. And since we're receiving such a phenomenal amount of mail on AMAZING SPIDER-MAN #300, we'll probably carry over into next issue as well...

Dear Amazers
I am writing you specifically concerning AMAZING SPIDER-MAN #300. It was great!

I count myself fortunate to have chanced across it while getting a Slurpee and couldn't believe it — Spidey 25 years old? Nah! Couldn't be. I found the story very well done and exciting, but with a few holes in it.

Namely:
On page 31, bottom panel, it says that Venom has "more muscle than Spidey does." But au contraire, Spidey can lift over 9 tons on a good day. Even on Monday, he should be able to beat someone who can only bench about 100 lbs. (page 4, bottom panel, the weight sell).

I have the answer, though. The alien/black suit enhances the wearer's strength along with hyping the resistance to harm. And since Eddie Brock was completely taken over by the suit, his already incredible strength was superior to Spidey's.

Also, I found the thought that the suit would reappear and seek revenge on the verge of disbelief. I have WEB OF SPIDER-MAN #1 and thought that the suit had grown quite attached (sorry) to Peter. "Symbiosis is a two-way street," — explanation that the alien got the idea from Brock (page 31) clears that up. I still think the suit should die (nicely, again).

My main concern was a shock to myself. I mean, about the suits. I always liked the red and blue number — that was Spidey! But then you decided to mature his image a little and introduced the black and white suit. I was outraged! I was so mad I spat! But the Peter Parker inside was still good and the story ideas were entertaining enough that I was able to live with it. But now, after I said goodbye to the red suit (although I rejected in the newspaper strip and in SPIDER-MAN VS. WOLVERINE where the red suit prevailed), you bring it back! I don't know if my old heart can take it! But, I wasn't as excited about its return as I thought I would be. Strange. But I can live with it. Heck, I'll love it! I know that your stories will be good enough that it won't matter what Spider-Man wears.

Oh, how could I forget. The art! I opened the cover and immediately began to notice the exquisite stylings in ink. I went a few pages, enjoying the graphic detail before I figured out who was drawing. I am not one much for appreciating the pics in a mag, but I do like this stuff. It wasn't until on page 11 when I saw Spidey's webbing that I realized I had seen this art before. Recent HULKS! McFarlane of course!

All in all, a comic!

Myles S. Hildebrand
Box 457
Niverville, MB R0A 1E0
Canada

Actually, Myles, that was very astute of you to determine that the alien costume enhances the strength of its bearer, especially if you never before read AMAZING SPIDER-MAN #254, which hints at that very possibility. If you missed that issue, don't worry — it will be only one of the stories that we will be reprinting in our trade paperback edition entitled, THE SAGA OF THE ALIEN COSTUME. Watch for it!

Dear Marvel
Sometimes I find it very hard to understand you guys. Why would you ever want to go back to that stupid red and blue costume when you have a sleek, mysterious looking black and white costume to use? I don't understand it. In fact, I was completely taken by surprise when I saw you did it.

I remember my friend coming in saying "I refuse to buy another issue of SPIDER-MAN." This took me by surprise, seeing how SPIDER-MAN is my friend's favorite hero. He started me collecting SPIDER-MAN. I hadn't seen ASM #300 I was devastated. The red and blue costume was back. I could see why my friend was mad. However, I thought he was only exaggerating about not buying SPIDER-MAN anymore. Two weeks later though, he passed up the SPECTACULAR SPIDER-MAN. I guess he really wasn't exaggerating.

All of this makes me wonder just how many people you've ticked off by the costume switch. In fact, I wonder if more people actually liked the black and white costume better. For this reason, I think you should have a poll to find out at this point in time who liked which costume better. My vote is for the black and white costume. I think when all the votes are tallied, you will see that you guys made a large mistake, because I think more people like the black and white costume better.

Richard Masters
4419 5th Street
Bacili, TX 77518

Response has always been 50/50 in regards to the preferred costume, Richard. It just goes to show you that you can't please all of the people all of the time. It really is a shame, though, that your friend, who claims to be a big fan of Spider-Man, cannot look beyond the attire to realize that it's still the same ol' Spidey lurking beneath the garb.

Next issue: It's the return of the deadly (well, maybe not "deadly") nemesis known as HUMBBUG! He's out for revenge against the administration of Empire State University. But what is Spidey doing on Campus? And who is that villain from Spider-Man's past that finally reappears? Join us and find out!

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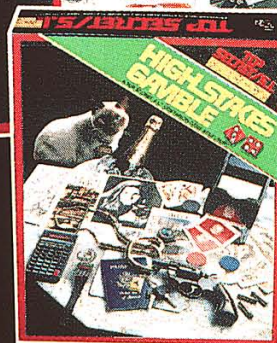
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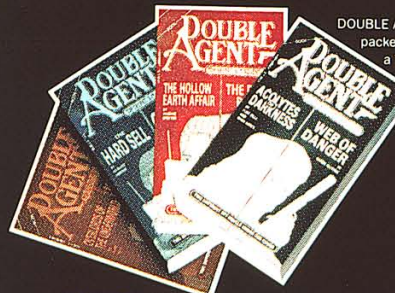
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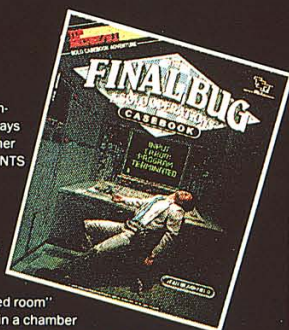


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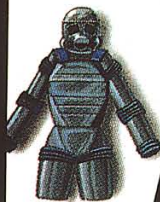


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BOMB BLAST SUIT
Shields you from explosions.



FLASHLIGHT
Illuminates underground passages.



MINES
Set them in key locations. Up to three per screen.



INGRAM MAC-II
Semi-automatic submachine gun. Silencer optional.

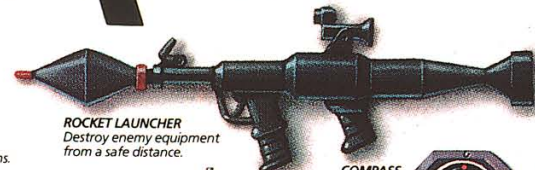
GEAR UP



BARETTA M92F
Single-action handgun. Silencer optional.



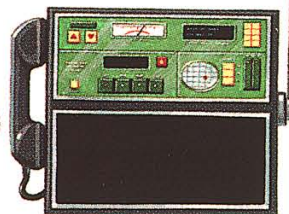
ANTIDOTE
Neutralizes poisons.



ROCKET LAUNCHER
Destroy enemy equipment from a safe distance.



BODY ARMOR
Will reduce damage by 50%.



TRANSCIVER
This is your most valuable piece of equipment. With it, you'll receive vital information from headquarters telling you where to find essential weapons and supplies.

COMPASS
Helps you navigate through uncharted deserts.



ANTENNA
Allows you to use transceiver despite enemy jamming devices.



IRON GLOVE
Allows you to locate hidden doors with a single punch.

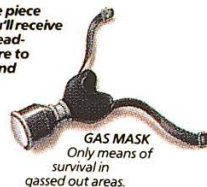


MINE DETECTOR
Discovers location of enemy mines.

OXYGEN TANK
Keeps you breathing underwater.



GRENADE LAUNCHER
Launch deadly grenades into strategic locations.



GAS MASK
Only means of survival in gassed out areas.



INFRARED GOGGLES
Used to detect infrared alarm sensors.



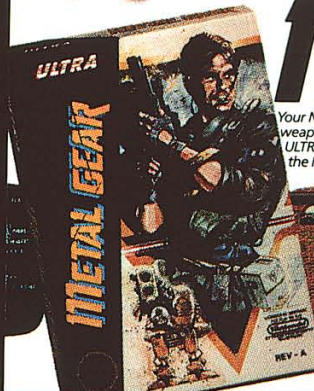
BINOCULARS
Allow you to see one screen ahead without risking your life.



PLASTIC EXPLOSIVES
For perfectly timed explosions.



REMOTE CONTROL MISSILE
Guide it with your control pad.



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Your Nintendo Entertainment System® has never seen a weapon as destructive as METAL GEAR. To help you destroy it, ULTRAGAMES has supplied the equipment. To get through the METAL GEAR maze, you'll have to supply the wits.

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